



INSTRUCTION  
BOOKLET

***SUPER NINTENDO***™  
ENTERTAINMENT SYSTEM  
PAL VERSION

**namco**

**ocean**

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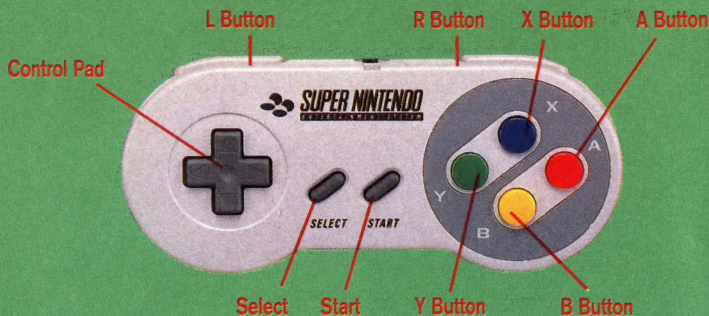


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# How To Use The Controller



## Menu System

<b>Start</b>	Enter mode Select Screen (from Title Screen)
<b>Control Pad</b>	Direction
<b>A Button</b>	Set selection (unless otherwise specified)
<b>B Button</b>	Cancel selection

## In Play

### Possession

<b>Control Pad</b>	Direction
<b>A Button</b>	Long Pass (direct with <b>Control Pad</b> ; curve with L or R)
<b>B Button</b>	Pass in specific direction
<b>X Button</b>	Centring (in opponent's area) Long Pass (in own area)
<b>Y Button</b>	Shoot (direct with <b>Control Pad</b> )

### Non-Possession

<b>Control Pad</b>	Direction
<b>A Button</b>	Switch player (direct with <b>Control Pad</b> )
<b>B Button</b>	Switch player (closest possible) Direct pass
<b>X Button</b>	Switch player (to goalkeeper)



Y Button      Slide  
Direct shoot

*Throw In*      A Button      Throw in (direct with **Control Pad**)  
B Button      Throw to player (direct with **Control Pad**)  
X Button      Centring

*Corner Kick*      A Button      Low ball to entre of penalty area (curve with  
L or R)  
B Button      Short kick to closest player  
X Button      High ball to centre of penalty area  
Y Button      Aim to goal

*Free Kick*      A Button      Long kick (direct with **Control Pad**; curve with  
L or R)  
B Button      Pass  
X Button      Centring (in opponent's area) / Kick away (in  
own area)  
Y Button      Shoot / kick away



## **Basic Screens And Rules**

Matches take place mainly on the **FIELD SCREEN**. When two players face one another for a tackle, the **CLOSE-UP SCREEN** appears.

In the first half of the match, player 1 takes the left side of the screen, whilst player 2 (COM) takes the right side half. These sides are switched at half-time. However, in League, Tournament and Cup Modes, the directions are the other way around during an away match.

### **Match duration**

The match begins with the home-side kick-off, and the first and second halves last five minutes each (there is an option allowing the duration to be changed). If the halves are one or two minutes long, extra time will be one minute; if the halves are three to five minutes long, extra time will be three minutes, and if the halves are ten minutes long, extra time will be five minutes.

### **Out-of-play status**

When the ball crosses the line, or a foul occurs, the ball becomes out of play and must be restarted according to the appropriate rules. In out-of-play situations, the player or position may be changed.

### **Scoring, winning, and losing**

The winning club is the one with the most goals at the end of the game. In the case of a draw, players go through 1st and 2nd extra time games. If the draw remains unbroken, a penalty-kick shoot-out is played by five players at a time. If this fails to break the draw, the penalty-kick shoot-out is played by one player at a time.

### **Sports News**

When the game is over, the results are displayed in "Sports News". Saving is carried out when "Sports News" is displayed.





Please note that if you reset the computer during a game, your game will not be saved.

## Positions

Each soccer club consists of sixteen players. Whilst in real life the number of players in each position, and the formations used, vary from club to club in 90 Minutes you choose from a range of six formations.



## Starting A Game



Press the **START** button while the Title screen is displayed to bring up the Mode Select Screen. Select a mode using the **Control Pad**, and set your selection using the **A** button.

### 1P vs 2P

In this mode, you play against a friend, and victory is decided in one match.

### League

In this mode, all the clubs participate in a league competition. Matches are played to real-life rules, culminating in a championship.

### 1P vs COM

In this mode, you play against the computer. Victory is decided in one match.

### All-Star

In this mode, all the clubs are divided up into two teams - Group 1 and Group 2 - and each team is represented by selected players.

### Tournament

This is a round-robin competition in which up to six users can participate. Each plays each in turn.



## Cup

This is a championship in which all clubs can participate. Users can also participate in all clubs.

## You're a Hero

In this mode, you create your own original players and make them join whichever club you like.

## Options

In this screen, you enter your preferred settings for the game. Choose the desired item by moving up or down using the Control Pad, and set your choice by moving left or right.

### Match duration

This is the length of each half. You can set it to 1/2/3/4/5/10 minutes.

### Stereo

If you select "ON", sound will be in stereo. Select "OFF" for mono sound.

### 1P goalkeeper & 2P goalkeeper

This option determines how the goalkeeper is controlled. If you select "AUTO", the computer controls the goalkeeper. If you select "MANUAL", you control the goalkeeper yourself.

### Computer

This option sets the computer skill level. There are three levels: 1(Weak), 2(Medium), and 3(Strong).

### Mini-Game

This option allows you to play a Mini-game. Select the desired game using the Control Pad, then set your selection using the A button.

**"Save GK!" or - "PK vs COM" or "PK vs 2P"**

### Backup Data

If you select this option, all the records - for example, league results, or data about a player you have created - are erased, and the initial settings are restored. Select the desired item, then set your selection using the A button.

## EXIT

This option allows you to return to the Mode Select screen, using the A button.



## "1P vs 2P" Mode and "1P vs COM" Mode

1P vs 2P and 1P vs COM are modes in which you select the club you want, and play one match only.

### Selecting the clubs

Select the mode from the Mode Select screen. The Club Select screen will appear. Using the **Control Pad**, select the clubs and then set your selections using the A button.

### Fixture Card display

After setting your clubs, the Fixture Card will appear. To move on to the next screen, press the A button.

### Selecting the formation



Select "Formation" by moving up or down using the **Control Pad**. Switch formation by moving left or right. There are six formations to choose from. Choose one that matches your strategy.

### Setting your first team and their positions

First, select the player in the desired position by moving up and down using the **Control Pad**, then set your selection using the A button (the selected player will then appear in red). Next select the player you want to place instead, and press the A button. The two players will then change places. Note that you can only replace a goalkeeper with a player who is also a goalkeeper.

Select "EXIT" and press the A button. The screen for the opponent club will appear. When you have inputted the settings for both clubs, the match will start.

\*Note that operations such as changing the formation or substituting a player may also be carried out during a match.





## League Mode

In this mode, all the clubs compete on a league basis. Real-life league rules are followed. There is a First Stage and a Second Stage, and finally a Championship.

### Starting up League Mode

To start a League competition from the beginning, select "FIRST". To start from where you left off the last time, select "BACK UP". Set your selection by pressing the A button.

### Setting the clubs

Select the clubs, using the **Control Pad**, then set your selections by pressing the A button. Once a League competition has started, you cannot change your own club.

### Fixture Card display

When you set the clubs, a Fixture Card will appear. When you press the A button, the next screen will appear.

### Setting the formation

To set the formation, first team and so on, follow the "1P vs 2P" procedure.

### Displaying the result after the match

When the match is over, "Sports News" appears. If you want to start another match, and you are in the Score Ranking screen, press the **START** button.

### League Mode rules

- 1 A total of 26 matches are played, on a round-robin basis, with one home match and one away match each.  
The club with the most points is the overall winner
- 2 If there are two clubs with the same top number of points, the club with the highest aggregate score is the overall winner.
- 3 If there are two clubs with the same top aggregate score, the overall winner is decided on the basis of the difference between the two clubs in terms of the number of wins and losses.



- 4 Three points are awarded for a win, and none for a loss. However, in the case of a loss in a penalty-kick shoot-out, one point is awarded.



## All-Star Mode

In All-Star mode, all the clubs are divided into two teams, Group 1 (clubs whose overall ranking last year was an odd number), and Group 2 (clubs whose overall ranking last year was an even number). Each team then selects its star players.

### Setting the choice of opponent

If you want to play against the computer, select "1P vs COM". If you want to play against a friend, select "1P vs 2P". Use the **Control Pad** to highlight your selection, and the **A** button to set it.

### Setting the clubs

Move right or left to switch between Group 1 and Group 2 and set your selection using the **A** button.

### Setting the selected players

Of those players displayed on the screen, the highlighted ones are the current selected players. The selected players are set option by option, in the following order: Goalkeeper, Defender, Mid-fielders, Forwards, Reserves. To replace a player, use the following procedure.

- 1 Use the **Control Pad** to select the player you want to replace, then set your selection by pressing the **A** button. When you do this, the background colour will change.
- 2 Use the **Control Pad** to select the player you want to put in instead, then set your select by pressing the **A** button. The two players will then change places.
- 3 To move to the next position press the **START** button.

### Fixture Card display

When you have finished setting the selected players, the Fixture Card will be displayed. To move on to the next screen, press the **A** button.

### Setting your first team and format

This is done by following the procedure described for "1P vs 2P" mode.



## Tournament Mode

In Tournament Mode, just as in League Mode, clubs compete for overall victory in a round-robin competition. However, unlike League Mode, where you can only play against the computer, Tournament Mode allows up to six users to participate. This is an ideal way to find out which of your friends is the better player!

### Selecting the mode

Select "Tournament" on the Mode Select screen. The Start screen will appear. If you are starting afresh, select "FIRST". To start from where you left off last time, select "BACK UP". Set your selection by pressing the A button.

### Setting the participating clubs

Using the Control Pad, select the participating clubs and set your selection by pressing the A button. To select MAN (manual control by the user), press the A button once; to select COM (automatic control by the computer), press it again. Each time you press it, it will toggle between MAN and COM. To proceed to the next screen, select "EXIT", then press the A button.

### Selecting the combinations

When the Round-Robin Table appears, move the cursor using the Control Pad, and select the club fixtures. Set your selection by pressing the A button.

### Fixture Card display

When the Fixture Card appears, press the A button to proceed to the next screen.

### Setting your first team and formation

This is done by following the procedure described for "1P vs 2P" mode.



## Cup Mode

Cup Mode is a tournament mode in which a number of clubs participate. The minimum number of participating clubs is four, and the maximum number is 14 (all the clubs). A user can take charge

of any club, so, like Tournament Mode, you can use this mode to compete against your friends.

### Selecting the mode

On the Mode Select screen, select "Cup". The Start screen will then appear. If you are starting afresh, select "FIRST". If you are starting where you left off last time, select "BACK UP". Set your selection using the **A** button.

### Setting the participating clubs

Use the **Control Pad** to select the clubs participating, and set your selection by pressing the **A** button. To select MAN (manual control by the user), press the **A** button once; to select COM (automatic control by the computer), press it again. Each time you press it, it will toggle between MAN and COM. To proceed to the next screen, select "EXIT", then press the **A** button.

### The Tournament Table

When the Tournament Table appears, use the **B** button to select the combinations, then press the **A** button. "HOME" and "AWAY" will then appear. To toggle between "HOME" and "AWAY", press up or down on the **Control Pad**. To select another match, press it again in the same direction. To set your selection, press the **A** button.

### Fixture Card display

When the Fixture Card appears, press the **A** button to proceed to the next screen.

### Setting your first team and formation

This is done by the procedure described for "1P vs 2P" mode.



## "You're A Hero" Mode

In "You're a Hero" mode, you create your very own original players. Your players can, of course, play in matches in all modes (except League Mode and All-Star Mode).

Using the **Control Pad**, select "Player Training" or "Player List", and "Password". Then set your selection by pressing the **A** button.



## Setting the name and style

Use the **Control Pad** to select letters, and use the **A** button to input them. To cancel a letter, use the **B** button. When you have finished inputting the name, select "END", then set this selection by pressing the **A** button. Note that once you have input six letters, the name will be set automatically.

When you have set the name, select a style from the window displayed in the top right corner of the screen. Indicate left/right with the **Control Pad** to make your selection, then set it by pressing the **A** button.

## Player Abilities display

This display shows basic data about the player. Start by thinking about which type of ability you want to improve in the case of your player. Then press the **A** button to proceed to the next screen.

## Training Menu

Indicate up/down using the **Control Pad** to select the desired type of training, then set your selection by pressing the **A** button. To check what you've done so far, press the **R** button. To go back a screen, press the **L** button. To proceed to the next screen, press the **A** button. The meaning of the symbols is as follows.

## Training Results

This display shows the player's abilities after training. If you are satisfied with the result, select "YES", then press the **A** button. To train the player again, select "NO" and press the **A** button.

### Setting the club you want the player to join

Use the **Control Pad** to select the club you want the player to join, then set your selection by pressing the **A** button.

### Substituting your player for an existing player

On the "Player Overwrite" screen, select the player you want yours to replace.

Use the **Control Pad** to make your selection, and press the **A** button to set it. By pressing the **R** button, you can switch to the screen showing the abilities of your original player. This is a good chance to compare your player with the player indicated by the cursor, so that you can make a substitution which helps the club. Finally, press the **A** button again to return to the Mode Select screen.

### Changing the club the player belongs to

By selecting the club name, using the **Control Pad**, and setting this selection by pressing the **A** button, you can change the club name shown in the top right corner of the screen. Indicate up/down using the **CROSS** to make your selection and set it by pressing the **A** button. When you have set the club, select the desired player using the **Control Pad** and set your selection by pressing the **A** button. If you select "FREE", the player is not assigned to any club, only saved. To return to the previous screen, press the **B** button.

### Player Abilities display

This display shows the abilities of the player you have called up. If you press the **A** button you will be returned to the "You're a Hero" Mode Select screen.



# HOW TO CONTROL THE PLAYERS



## Field Screen

In this section we shall explain how to carry out each operation. It seems complicated at first glance, but it's really quite easy. Basically you can use the **Control Pad** to move the player, and the **A** or **B** button to kick. It's a good idea to perfect more advanced techniques, a little at a time.

To move a player, use the **Control Pad**. If the player is in contact with the ball, he will automatically keep it, so you can use this operation to make the player dribble the ball.

If an opposing player takes the ball while your player is dribbling it, then depending on your player's skill level and the timing of your operation, your player will either feint and dodge the opposing player, or else be dispossessed of the ball. If the two players face one another directly, the Close-Up screen may appear.

## (1) Non-possession

### *Changing Player (method 1)*

**Operation:** Press the **B** button when your side does not have the ball.

If you press the **B** button when your side does not have the ball, the cursor will move to the player nearest the ball. Again, if the player indicated by the cursor goes off-screen, the cursor will automatically move to the player nearest the ball.

### *Changing Player (method 2)*

**Operation:** Press the **A** button when your side does not have the ball.

If you press the **Control Pad** and the **A** button both at once when your side does not have the ball, the cursor will move to the player in the direction in which you pressed the **Control Pad**.



If there is no player in this direction, the cursor will not move.

### *Change Control to goalkeeper*

**Operation:** Press the **X** button when your side does not have the ball.

If you press the **X** button when your side does not have the ball, the cursor will move to the goalkeeper. Again, if you press the **X** button when the cursor is on the goalkeeper, the cursor will move to the player nearest the ball. Note that this is what happens if you have previously set the goalkeeper to "MANUAL" when setting the options. If you have previously set the goalkeeper to "AUTO", the cursor will move automatically.

## **(2) Possession - passing**

### *Long kick*

**Operation:** **Control Pad** plus **A** button, curve left right using **L/R** button

To carry out a long kick, set the direction using the **Control Pad**, then press the **A** button. If you give the button a long press, the player will perform a normal long kick, while if you give it a quick press, he will kick a rolling ball.

If you press the **L** button or the **R** button when making your player perform a kick, you can also make him curve the ball. Press the **L** button to curve to the left, and the **R** button to curve to the right. However, if you make your player kick a rolling ball, he cannot curve the ball.

### *Searching pass*

**Operation:** Control Pad + B button

To carry out a searching pass, use the **Control Pad** to aim at the desired target player, and press the **B** button at the same time. If you do not take aim with the **Control Pad**, the ball will be passed to the nearest player in the direction in which the first player is facing. If there is no player in the direction indicated by the **Control Pad**, you cannot pass the ball.

If you press the **B** button twice in succession, the player receiving the ball will immediately return it in the direction in which the first player is moving.

### *Direct pass*

**Operation:** Align on rolling ball and press **Control Pad + B** button

To carry out a direct pass, make your player turn to face the rolling ball, and while your player is running, press the **B** button. You can pass the ball directly, without carrying out a ball-receiving operation. As in a searching pass, you use the **Control Pad** to aim at the desired target player.

## **(3) Possession - kicking**

*Centring kick* (becomes a long kick when in your team's territory)

**Operation:** Control Pad + X button in your team's half

When you are in the other team's half, use the **X** button to carry out a centring kick. This is very effective in cases where, for instance, you want your player to pass the ball from near to the touchline to a team-mate in front of the goal, so that he can score.

You can only carry out a centring kick from the penalty area, as shown in the diagram. Use the **Control Pad** to set the direction.

If you try to carry out the centring kick operation when you are in your own team's half, it will result in a long kick.

## Shoot

**Operation:** Control Pad + Y button

When you press the Y button, your player shoots the ball. Unlike other types of kick, the shoot is directed towards the goal.

Note that you can only shoot if your player is in the other team's territory. If you try to shoot when you are in your own team's half, it will result in a clearance.

## (4) Tactics

### *Direct play*

**Operation:** Align on airborne ball and press Y button

To carry out a direct-play action, align on the ball while it is falling toward your player, and press the Y button at just the right time. Direct-play actions include the volley kick, the header and the overhead kick. Success depends on the height of the ball and the timing of the operation.

A direct-play action from a centring kick is a very impressive feat, so you really should try to master it.

### *Post play*

**Operation:** Control Pad + B button the second your player receives the ball

Some trapping actions (in which your player stops uses his body to stop the ball) momentarily stop the ball, making it easy for another player to get hold of it. Post-play actions are effective in this sort of situation.

The very instant your player receives the ball, operate the Control Pad and press the B button at the same time. You will then be able to pass the trapped ball directly in the direction indicated by the Control Pad.

If you are interested in advanced techniques, here are two you can practise!

### *Run-up shoot*

**Operation:** Align on rolling ball and press Y button



To carry out a run-up shoot, make your player run towards the rolling ball, and while he is running, press the **Y** button. As in a normal shoot, the ball direction you indicate is relative to the goal.

#### *Searching pass from a direct play*

**Operation:** Align on falling ball and operate **Control Pad** + (**Y** button + **B** button)

If you press the **Y** button and the **B** button together when carrying out a direct play, you can pass the ball directly to a team-mate. Use the **Control Pad** to aim.

### **(5) Miscellaneous**

#### *Slide*

**Operation:** Press **Y** button when your side has not got the ball

By pressing the **Control Pad** and the **Y** button together when you have not got the ball, you can slide in the direction indicated, and take the ball from an opposing player. However, note that sliding can only be carried out when the other team has the ball. If your player is judged to have carried out a dangerous action, he may get cautioned or sent off.

#### *Defence line*

**Operation:** **L** button or **R** button

You can move the whole defence line by pressing the **L** button or the **R** button. Use the **L** button to move it to the left, and the **R** button to move it to the right. When you stop pressing the button, the players will return to the original line.

#### *Goalkeeper*

**Operation:** When Goalkeeper is set to manual

The **Control Pad** is used to move the goalkeeper and save the ball. Note that after a save, the goalkeeper can kick the ball, or use the **X** button to throw it, in any of three directions: up, down, or across.



## Close-Up Screen



When two players are facing one another for a tackle, the Close-Up Screen appears.

If your player has the ball (is the attacker), you have to use the **Control Pad** to indicate the direction in which your player is going to dodge. If yours is the player blocking the ball (the defender), you have to guess which direction the other player is going to dodge in, and use the **Control Pad** accordingly. Note that when you set the direction, the player's name is underlined in red.

### Rules

1 If the attacker and the defender move in the same direction, the defender wins, and gets the ball. If the attacker and defender move in different directions, the defender does not get the ball.

2 If you fail to set the direction within a certain time, your player does not go into action, and loses the tackle.

#### *Play sequence*

When the two players are facing one another on the field, the screen switches to the Close-Up Screen. You have to make a snap decision about which direction the other player is going to move in.

Use the **Control Pad** to select the direction. Each player can move in any of three directions in relation to the screen: right, left or straight ahead.

As soon as you have selected the direction, set it by pressing the **A** button. Get it right, and your skilful action wins you the ball!

The screen now switches back from the Close-Up Screen to the Field Screen. Now you can dribble, or pass, or do whatever you like!



## Penalty-Kick Shoot-out



When extra time has failed to break a draw, there is a penalty-kick shoot-out. A penalty kick after a foul is carried out on the Field Screen, but in a penalty-kick shoot-out, the action is shown on the special Penalty-Kick Shoot-Out Screen.

The Penalty-Kick Shoot-Out Screen also appears when you select "PK vs COM" or "PK vs 2P" in OPTION mode.

### *Striker*

Take aim using the **Control Pad**, then kick using the **A**, or **B**, or **X**, or **Y** button. As shown in the diagram, the direction selected using the **Control Pad** relates to the goal.

- 1 You can adjust your aim by holding down the **Control Pad** before you kick.
- 2 By pressing the kick button again in the instant while the player is running out and kicking the ball, you can make him kick it further.

### *Goalkeeper*

To make the goalkeeper stop the ball, take aim using the **Control Pad**, then press the **A**, or **B**, or **X** or **Y** button. As above, the direction selected using the **Control Pad** relates to the goal.

- 1 The goalkeeper cannot jump before the striker kicks.
- 2 It is very difficult to stop a long ball unless the timing is exactly right.



## **When The Ball Goes Out Of Play**

1. When a match is interrupted, the ball is in "out-of-play" status. The rules for restarting the game, and the operations involved, vary according to the way in which the game was interrupted.

### *Throw-in*

If the ball has gone outside the touchline, the side that didn't kick it out has to throw it back in to resume play. Note: even if the throw-in is a direct goal, it will not count for scoring purposes.

Use the **Control Pad** to select a direction or player to throw to.

Use the **B** button to pass the ball cleanly to the cursor player.



Use the **A** button or the **Y** button, to throw it in that direction (it may not reach the target player).

Use the **X** button to perform a long throw when near the goal area.

You will have to decide which is the best button to use, according to the situation.

### *Corner Kick*

If the defending side has kicked the ball outside the goal line, the attacking side has to kick the ball from the corner area to restart the game.

Carry out the Corner Kick using any of the kicking methods described in How To Control The Players. Set the direction and point of kick and put curve on the ball if required. Then press the **A** button to kick.

### *Goal Kick*

If the attacking side has kicked the ball outside the goal line, the defending side's goalkeeper must kick the ball in from the goal area to restart the game. Note that even if this kick is a direct goal, it does not count for scoring purposes.

Select the direction (3 possible directions) and press **A** to kick.

## **2. Free Kick**

If one side kicks the ball off-side or commits a foul, the other side has to take a kick to restart the game. In the case of an off-side, the other side has an indirect free kick (even if this is a direct goal, it does not count for scoring purposes). In all other cases, the other side has a direct free kick (and if it results in a goal, it does count for scoring purposes).

Set direction and point for kick using the **Control Pad**.

Put curve on the ball using the **A** button.

### *Penalty Kick*

If the defending side commits a foul inside the penalty area, the attacking side gets a penalty kick, and they can aim for a direct goal. Set the direction for the striker and the goalkeeper using the **Control Pad**, and send them into action using the **A**, **B**, **X**, or **Y** button.

When you want to carry out a throw-in, a corner-kick or a goal-kick, you may press the **SELECT** button. The screen will change allowing you to alter the player, position, or even the formation. The procedure used is the same as when you are starting a game. When you have finished, select "EXIT" and press the **A** button.

Note: you can make up to three substitutions during one game.



## **Fouls And Off-Sides**

A foul is an unfair or dangerous action committed during a match.

When one side commits a foul, the other side gets a free kick. However, depending on the seriousness of the foul, the offending player may also get a Yellow Card (a warning) or a Red Card (an order to leave the match).

### *Yellow Card*

These are mainly issued in cases where a player has charged at another player at an angle from behind.

### *Red Card*

These are mainly issued in cases where a player has charged another player directly from behind. The second time a player receives a Yellow Card, he is automatically sent off.

### *Period of validity*

In 90 Minutes, a Yellow Card is only valid for that match, and is cleared for the next match.

### Card display

Cards received are displayed beside the player's name on the Field Screen and the Player Substitution Screen.

### Off-side

When your side is attacking within the other side's half, and you try to pass to a player in a location where there is only one opposing player in front of him, then you have committed an off-side. The other side gets an indirect free kick to restart the game.



## How To Play Mini-Games

There are now two optional Mini-games for you to enjoy: Save GK! and Penalty Shoot-Out.

Penalty Shoot-Out is played in the same way as a penalty shoot-out after extra time.

### Save GK!



1

On the explanatory screen, you can proceed to the next screen use the A, B, X or Y button.



- 2 Use the **Control Pad** or the **L** button to select the level of difficulty, then start the game using the **A, B, X, Y** or **R** button.
- 3 When the game starts, you have to control the goalkeeper and save all the balls you can. Let three goals in, and the game is over.
- 4 If you achieve a high score, you can input your player name. Use the **Control Pad** to select letters, and input them using the **A, B, X** or **Y** button.

### **Summary of Mini-Game control**

Move Left	<b>Control Pad</b> or <b>L</b> button
Move Right	<b>A, B, X, Y</b> or <b>R</b> button

#### **Level of difficulty**

##### ***G1 (high)***

In this mode, the balls get faster and faster, and there is no upper limit to the ball speed.

##### ***G2 (low)***

In this mode, there is a uniform cycle, and the ball speed returns to its initial level.

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